

Training Research & Best Practices Symposiu m

BATTLE STATIONS 21

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Battle Stations 21

- Culminating, 12 hour, 17 event capstone of Navy Basic Military Training.
- Partnered with the entertainment industry to create a flexible, modular, totally immersive simulated learning experience
- First of its kind, raising the bar for simulation training/evaluation.
- Equip Sailors to deal with real-life combat scenarios immediately upon reporting aboard their first commands.

Battle Station Objectives

- Battle Stations tests the recruit's Knowledge, Skills and Abilities (KSAs) received during their 7.5 weeks of classroom and practical application training. Transformed from civilian to Sailor's, they apply these KSAs, Navy Core Values, teamwork and endurance to complete the events.
- Divisions ability to perform in team based skilled events
- Promotes self confidence – capability of performing in a stressful environment ready for the rigors of the fleet
- Recognition by peers as a trustworthy and competent shipmate

Storyline

- Mythical ship named USS Trayer after first recruit instructor at Great Lakes (Chief Trayer was first company commander to train recruits July 1911. Retired as LCDR)
- BS-21 staged on Arleigh Burke Class Destroyer
- USS Trayer will be homeported at NAVSTA Norfolk, berthed at Pier 8
- USS Trayer will depart Norfolk at 2200 carrying 352 recruits on a 12 hour training mission
- There is a scheduled transit and stop at Yorktown Naval Weapons Station to on load/off load supplies

Scenarios

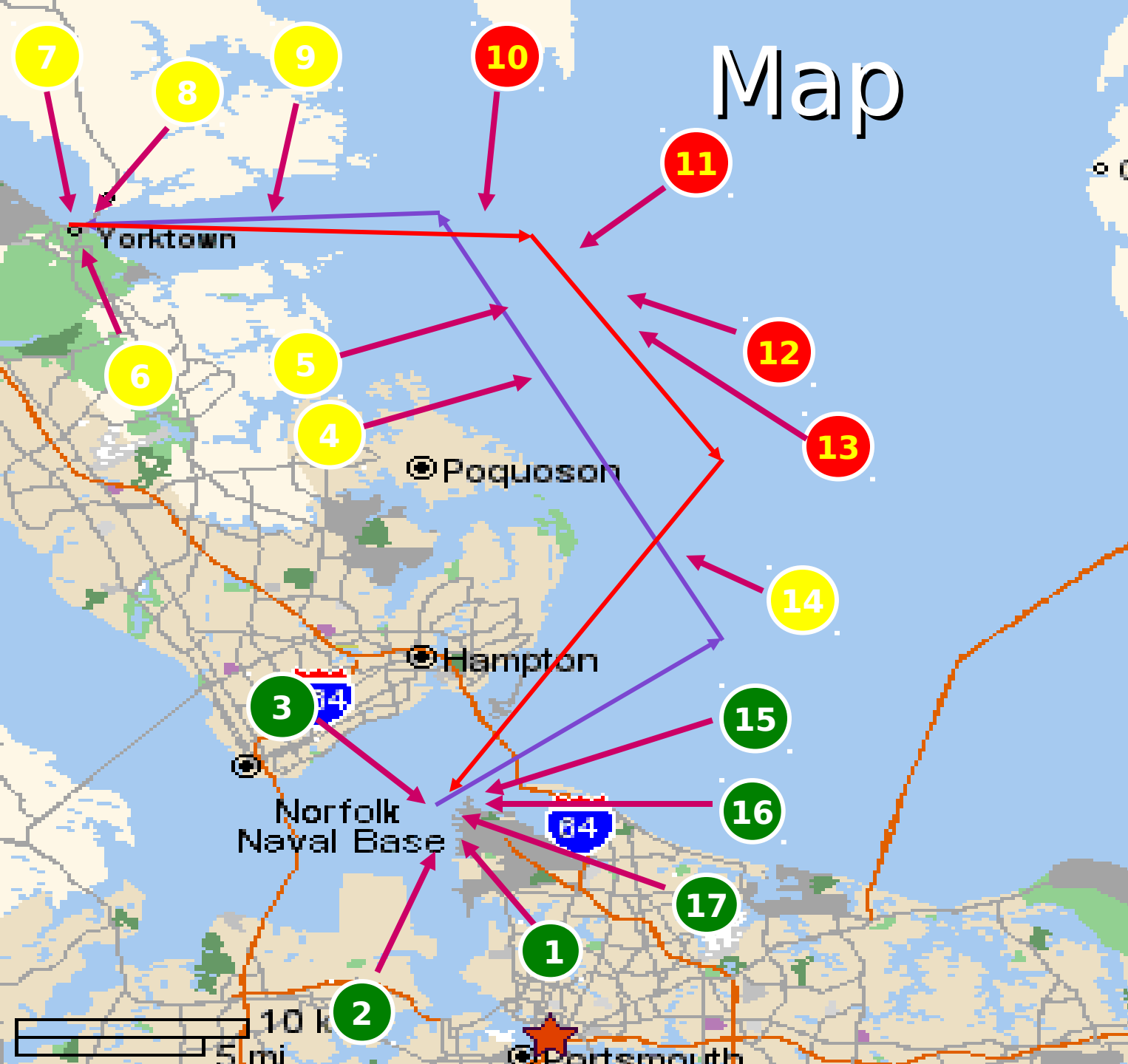
- Move Aboard and Orientation
- Stores Onload
- Getting Underway
- Watchstanding Period
- Entering Port
- Ship Attack
- Transition to General Quarters (GQ)
- Firefighting
- Investigate and Rescue/Mass Casualty
- Flooding Compartment
- Overhaul of Spaces
- Man Overboard
- Entering Port
- Graduation

Map

o Cape Charles

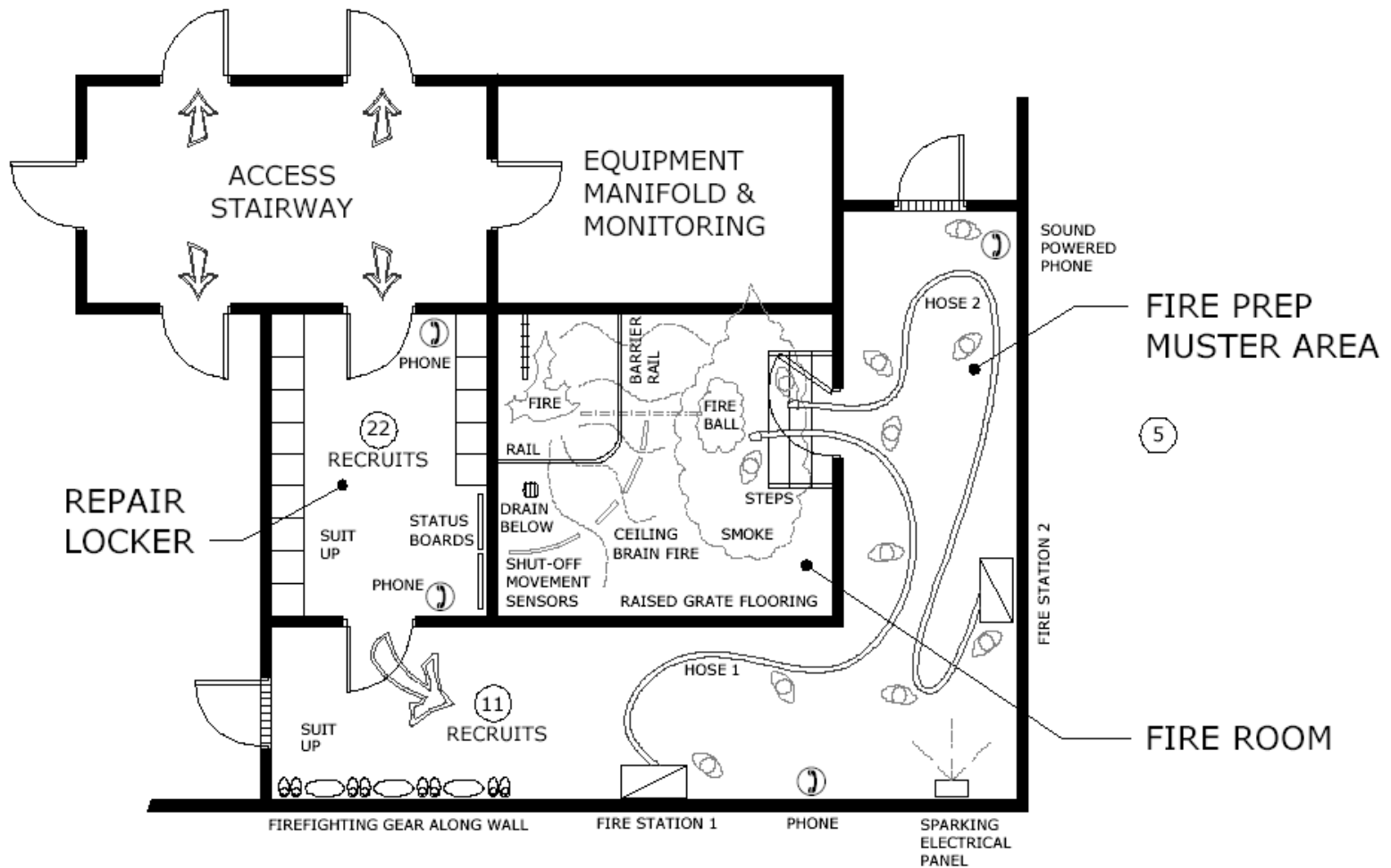
Legend

1. Pre-show, move aboard, orientation,
2. Stores on-load,
3. Get underway
4. Underway at sea
5. Man overboard
6. Enter port
7. Stores on-off-load
8. Get underway
9. Prepare GQ
- 10.GQ hit A
- 11.GQ hit B
- 12.GQ hit C
- 13.GQ hit D
- 14.Secure GQ
- 15.Enter port
- 16.Stores off-load
- 17.Capping ceremony

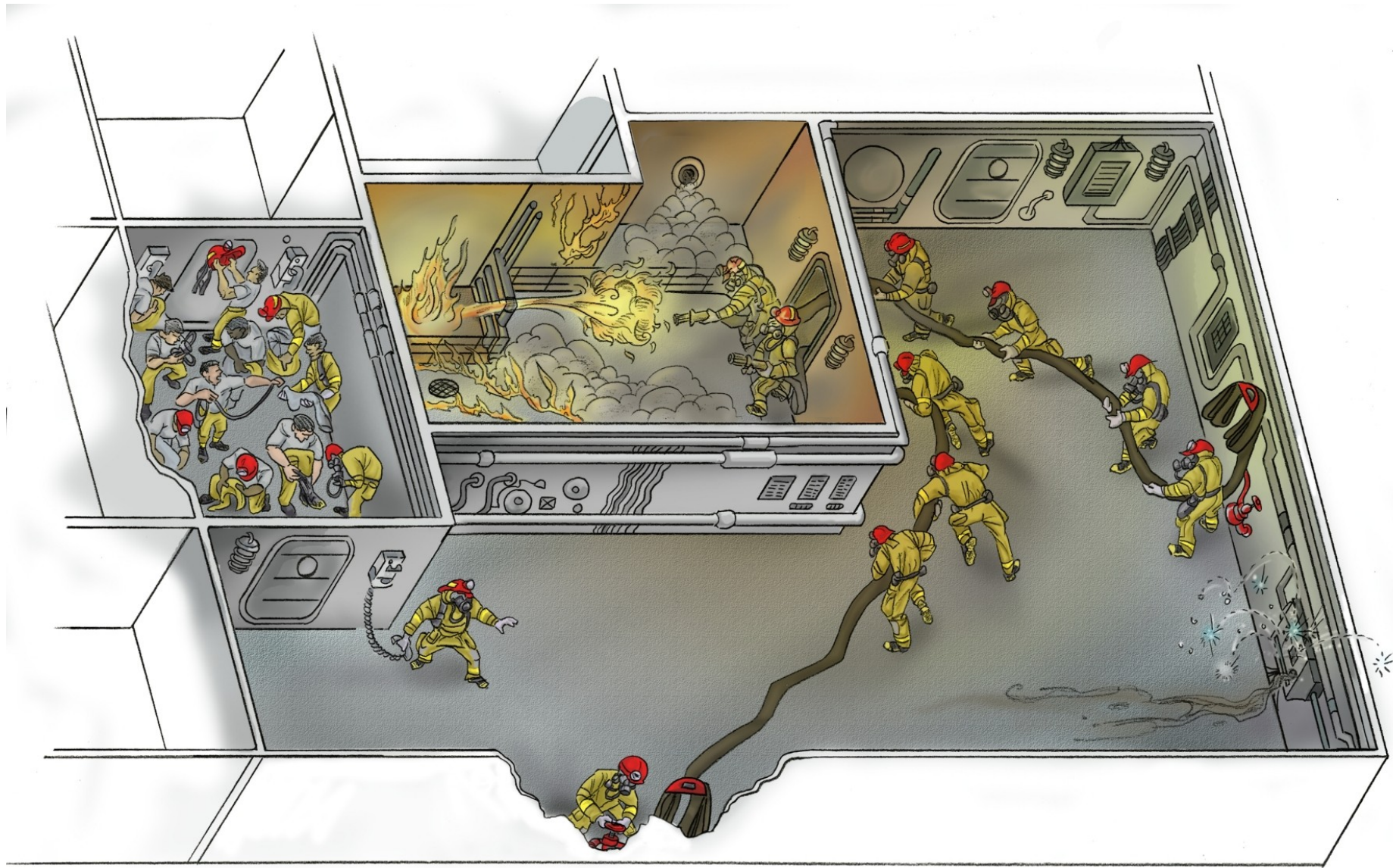


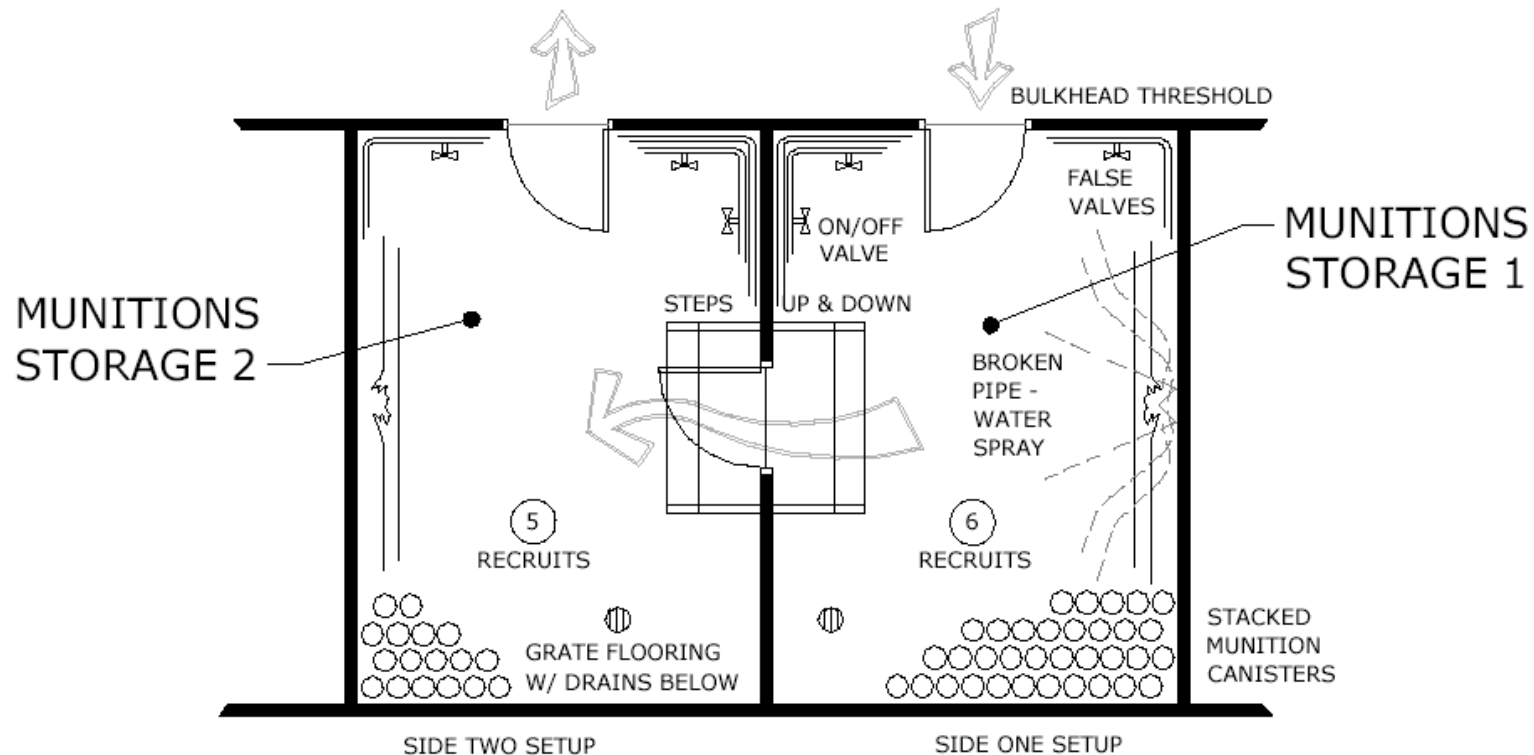
BS-21 Mission Areas

1. Move Aboard; Orientation
2. Stores On-load; Watchstanding; Maintenance
3. Getting Underway; Watchstanding; Maintenance; Stores Transfer
4. U/W at Sea: Watchstanding; Maintenance
5. Man Overboard; Watchstanding; Maintenance
6. Entering Port; Watchstanding; Maintenance
7. Stores Off-Load; Watchstanding; Maintenance
8. Getting U/W; Watchstanding; Maintenance
9. Prepare for GQ; Query Ship
10. Set GQ; Hit 'A' (F/F, Flooding, Emerg EGRESS, I&R/Mass Casualty)
11. Hit 'B' (F/F, Flooding, Emerg EGRESS, I&R/Mass Casualty)
12. Hit 'C' (F/F, Flooding, Emerg EGRESS, I&R/Mass Casualty)
13. Hit 'D' (F/F, Flooding, Emerg EGRESS, I&R/Mass Casualty)
14. Secure GQ; Watchstanding; Maintenance
15. Entering Port; Watchstanding
16. Stores Off-Load; Watchstanding; Maintenance
17. Capping Ceremony



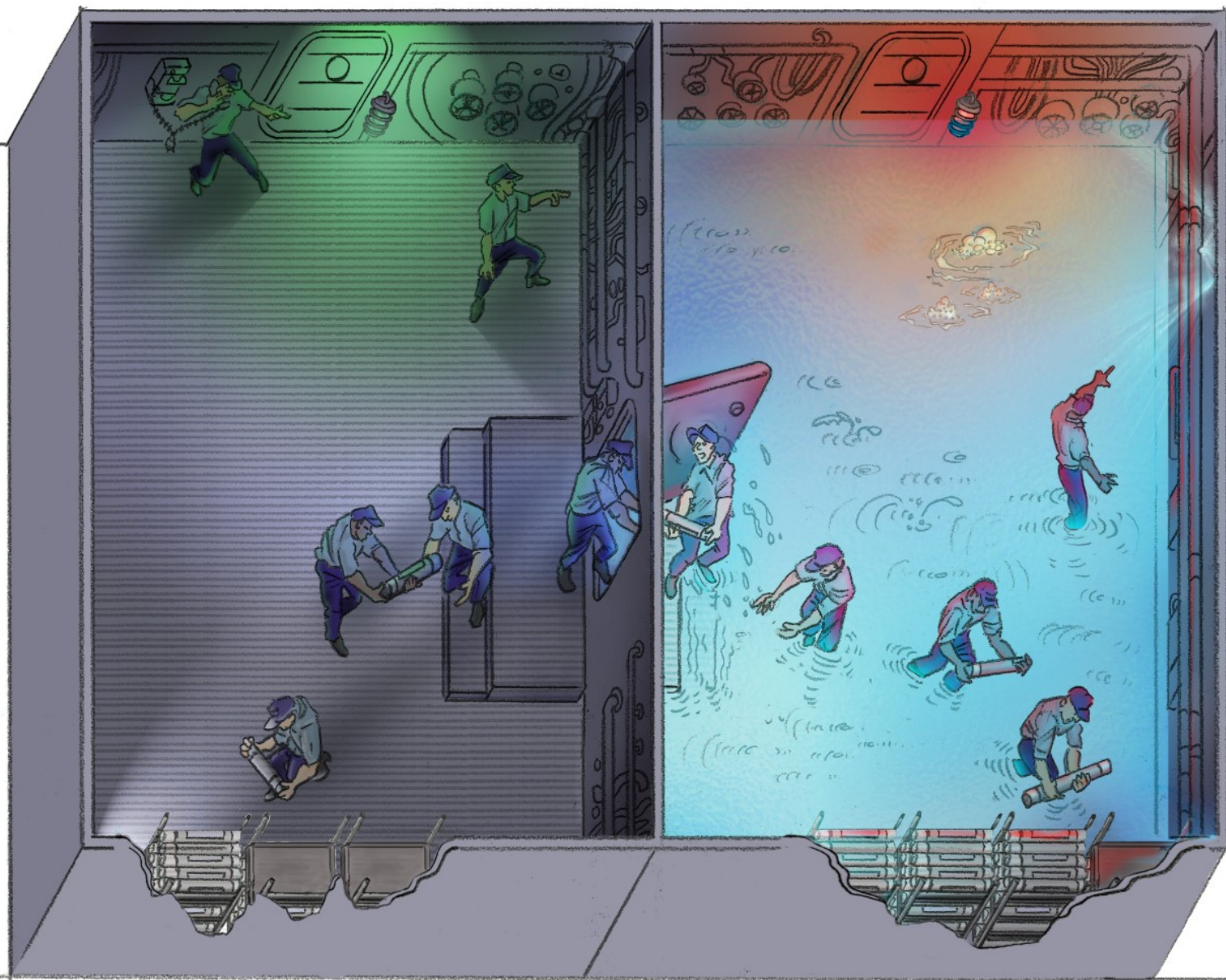
FIRE FIGHTING

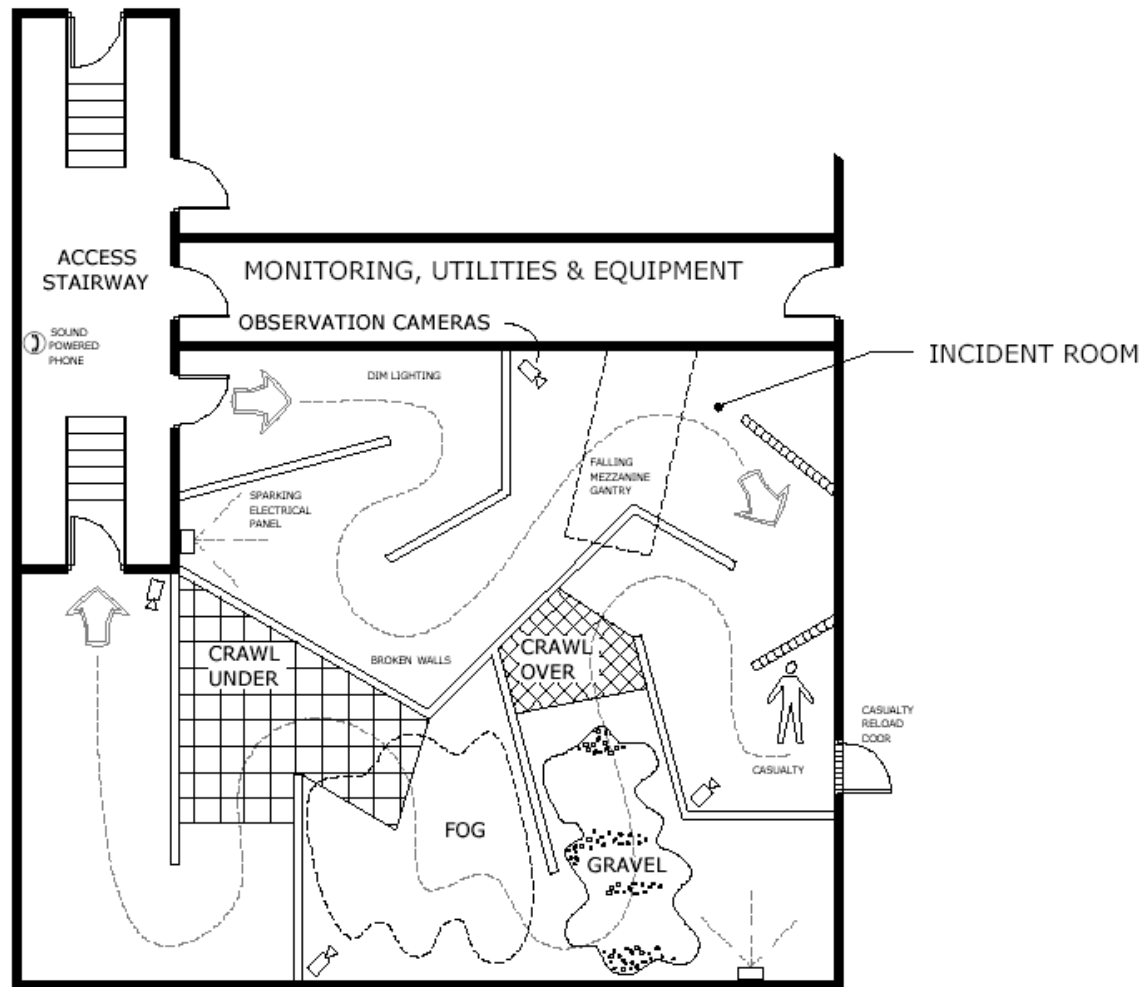




EQUIPMENT & MONITORING SPACE

FLOODED COMPARTMENT





MASS CASUALTY

